

Thoughts on JJK after reading the wiki and stuff sometime in 2024:

Too character-focused--not enough culture, place/time, philosophy/themes/motifs, macguffins or animals, not enough mooks

related to th'above: Too many important, highly skilled, intelligent, unique (at least quirky) people alive in the same place @ the same time. It's hard to care about a huge cast, even if when you focuss on just 1 he's really cool. Care + Concern is simply stretched too thin. U Can't follow so many threads in one story, so you know a lot are there just to get killed off (despite being cool ideas with potential) -- there's just no room.

Worsened by zooming in on some un-important (in the grand scheme of things) characters, wasting time on their development, only to kill them off or switch gears abruptly to another of the thousand characters. It's like Everyone that isn't in the spotlight is 'on hold'. The author must resort to 'keep away' tactics so that not too many of his powerful, allied good guys can be together and work out the solution.

Which leads to... just a bunch of 1-on-1 pokémon battles, with combattants drawn from a hat it seems, leading to my point that it is too rules-focused while simm. being too random. -----v

powers are Very detailed and scientific/legalistic, but who fights who seems pretty random.

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Culling-Game arc cements that he is just like Tite Kubo--made a bunch a cool chars. cuz he wanted to make 'em fight.